



Office of Educational Technology
Queens

INNOVATE - COLLABORATE - EMPOWER

Turning Your Narrative into a Graphic Novel

THE 2010 METS SEASON HAS OFFICIALLY
BEGUN....

THESE FANS
DESERVE A
SOLID START



LET'S GO
METS!



OPENING DAY 1969

HIT THE BALL!



THIS IS MY
PITCH!



CAN'T WAIT
TO COME
BACK



VIH and DDIH

- Voices in History- Focus on PEOPLE and events
 - Digital Destinations in History- Focus on PLACES and events
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- Goal- to create a graphic novel (1 page, 4 panels) based on your Social Studies curriculum. Writing either:
 - Non-fiction
 - Historical Fiction

Graphic Novels

- A blending of words and images to tell your story.
 - Images need to be carefully chosen to help move story.
 - Text needs to be succinct (and yet still powerful)!

Text in Graphic Novels

- Although text is succinct, it is still very important and therefore, a script is necessary.
- Space limits the words in a graphic novel, but this limit only makes them more valuable.

“Treat words like rare diamonds, and your reward will be a storytelling treasure.”

- A good rule of thumb would be to have no more than 30 words in a panel and no more than 17 in a speech bubble.

Two Types of Writing

- Boxes
 - Narrator setting the scene
- Bubbles
 - Thought
 - Lets readers “hear” the thoughts that the characters have and not necessarily speak. Often we learn more about the characters in this manner.
 - Dialogue
 - lets readers “hear” characters as they speak. It helps readers understand different personalities and the relationship between people

Balloons

- Match the size, shape, and type of line you use for dialogue balloons to the content of a person's speech. For example:
 - use jagged or ragged lines to indicate angry yelling or frightened screaming.
 - Place shouts in large balloons
 - Use bubble tails for thought balloons
 - Place whispers in small balloons.